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The AVALON HILL

GENERAL

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The Classics

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The AVALON HILL **GENERAL**
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COVER STORY

THE CLASSICS

With all the fuss being made over the bookcase format, it is sometimes easy to forget that which makes up the backbone of the Avalon Hill line and wargaming in particular; the flat-box games. The game nuts themselves refer to them as the "classics" and affectionately list AFRIKA KORPS, D-DAY, BATTLE OF THE BULGE, STALINGRAD, and WATERLOO as the chief ingredients, with BLITZKRIEG and MIDWAY as the fringe members of this exclusive club.

What makes a classic wargame? Well, in the eyes of most of the "hard core" it's an historical simulation dealing with just one situation, with the emphasis on playability, and a game length which doesn't prohibit play in one setting. The stress in the "classics" is on competition, and the games are approached more from that standpoint (i.e., games), rather than as iron-clad historical simulations.

Invariably a wargamer has broken into the hobby through his purchase of one of the classics, and his fond remembrances of the game which started him off on his wargaming career

Avalon Hill Philosophy - Part 36

THE GAME TREND

Are the days of the classic wargame coming to an end? Many a current observer of the wargame scene may seem to think so. Long since removed are the days when Avalon Hill came out with a D-DAY or a STALINGRAD to tickle the fancies of its hard core following. Instead, the craze is now pacified with the sophistication of a PANZERBLITZ or LUFTWAFFE. Are the days of the "D ELIM," "EXCHANGE," "DB2" and their accompanying playability niceties gone forever? A non-committal "yes and no" appears to be the answer.

Many of the "Old Guard" following have become quite alarmed at what appears to be an abandonment of the flat box games for the more attractive and utilitarian bookcase format. As one irate old time devotee put it: "This gradual abandonment of the classic games for the more expensive bookcase line is next to criminal." Well, that's putting it a bit strong but heretofore there has been cause for concern over the future of the "classics."

The very nature of Avalon Hill's distribution system demands that the total number of games in the line remain constant, or at least hover between 20 and 25. When catering to wholesalers there is a definite need to keep your line cut down to manageable proportions, thus necessitating the dropping of some of the older titles to make way for the new ones. Thus far, the flat box titles have been the most obvious candidates for the ax because most Avalon Hill followers have already purchased the older items, leaving less of a sales market for that particular game from which we can draw and thus justify maintaining it in the line.

Which brings up the question of how we arrive at the decision as to which game to drop. As might be expected, the major gauge is sales. The hard core has protested bitterly over the cancellation of ANZIO — a fine game even though it had some rule problems. The ax fell on ANZIO simply because its sales never got off the ground. The game itself was not so much to be blamed, as were the packaging and the title. "Anzio" just didn't conjure up the visions of advancing panzers and screaming stukas that "Panzerblitz" did. GUADALCANAL went the same route for similar reasons, leaving us to suspect that the Japanese were bad "box office" and just didn't catch the

may indeed account for the fanatical faithfulness to the older titles exhibited by many of the "hard core." It is certainly a truism that gamers tend to log more time, and hence play better and enjoy more their first wargame purchase than their 9th.

But the main proof of the existence of a classical game mentality can be found on page 16 of every issue of the GENERAL or whenever wargamers congregate for conventions or live play. By far the majority of PBM and tournament activity takes place with the "classic" games, due to their extremely fine playability concept. Of course, PANZERBLITZ and LUFTWAFFE engender their own enthusiastic supporters, but there will always be a soft spot in our hearts and a place in our line for "the classics."

fancy of the average game buyer. JUTLAND, the latest casualty, seems to have gone the route of all naval games. For some reason, there just aren't enough naval enthusiasts to support a naval game for long. MIDWAY seems to be the exception which proves the rule, but even its sales don't match those of the land battle games.

Does this mean then that the flat-box games are doomed? At this point, we think not. The old classics (see cover story) will always have a certain value to the line as "break-in" games to initiate new members of the wargaming fraternity. Indeed, most of the current breed of wargamers have been nurtured and weaned by the classics. The popularity of these games is constantly proved by their ardent followers through their article contributions in the GENERAL. STALINGRAD in particular, now almost 12 years old, is constantly being reviewed in various gaming journals, and must be considered the classic among the classics. In addition, the less expensive flat-boxes allow us to continue to offer a fine quality game for only \$7.00 — an important factor to the teenage following who find it hard to dredge up the extra cash for a bookcase game. Although it is safe to say most, if not all, of our future releases will be in the bookcase format; there is still room in the line for the flat boxes.

But when will the hue and cry for another game of the STALINGRAD mold be answered? The answer is probably never if one is to believe that the current trend in games will continue. The basic format for our designs now places credence in a 5 step process. First, we must have a Basic game which fits the STALINGRAD mold and serves to get the gamer familiarized with the game's mechanics and into its play as easily as possible. Second, a "tournament" game must be provided which can add the "realism" qualities that a very playable basic game often lacks. Third, optional rules or an advanced tournament game should be included to provide the utmost in complexity for those who revel in truly demanding games with many variables. Fourth, various scenarios or situations should be researched, covering different combatants or the many "what-if" situations which could arise. And finally, the game should be "open-ended"; i.e., it should provide possibilities for the real fanatic to go ahead and research his own battle situations under our basic framework; satisfy his own designer's ego; and generally lend itself to an unlimited learning situation if the gamer wishes to carry it that far.

Thus, the idea is to provide the gamer with as many "games" within the same gamebox as possible for the same one game purchase price while giving him the finest in physical quality components. The main tenet here being to escape the rut, if indeed it is a rut, of playing the same game over and over again, thus running into the problem of over-familiarization. There are two schools of thought here — those being the library or "extreme historian" view as opposed to the "gaming" approach. But that's food for yet another philosophy . . .

The Midway Thesis

by Harold Totten and Donald Greenwood



MIDWAY constitutes a very different playing environment – it is a game that demands instinctive handling of unknowns and perfection in air-sea operations. You've got to outguess your opponent at every turn. A good MIDWAY player is recognized by his ability to react to any given situation. Playing the game requires a good grasp of the game concepts, and that is what we intend to discuss.

This article has evolved slowly over the period of well over a year. The hardest thing in preparing this article was preparing the highly “visual” approach – along with the text there are a multitude of diagrams which had to be worked out and then reworked. We do not pretend to present a panacea, by any means. The adroit player will find errors and improvements. This is as was intended; they are left for you to find and deal with as a tactical exercise. The main idea is to express tactical and strategic concepts – if you can spot errors or improvements then you have grasped these concepts. Nor have we covered all aspects of strategy and tactics, as this would involve obscure variations of the main concepts and would simply serve to make the article longer than it is – which would not help get the concepts across.

As far as methodology is concerned, we will first speak of tactics, and then construct our strategic discussion in terms of these tactics. This is because tactics are very solid concepts, whereas strategy involves more general, and therefore vague concepts.

TACTICS: THE BATTLE BOARD

One of the most important, and perhaps the least understood aspects of MIDWAY is fighting the air-sea battles on the Battle Board. This is the very crux of tactics.

Each side has distinct advantages and disadvantages. The Japanese have air superiority, yet they have more carriers to protect. They also have a large fleet split into many independent groups, while the Americans have a small, concentrated fleet.

In discussing the tactical situation, we will use a number of tables and diagrams to set up hypothetical attacks on some model fleet formations. Each diagram will include figures for maximum/minimum/average losses and hits. Also, each diagram will have additional comments and exact dispositions so there will be no ambiguities.

In setting up these diagrams, we've used the three following tables to determine the figures involved. These tables are basically an analysis of the CRT, and can be helpful when setting up attacks. The use of these tables will allow us to get an objective view of each formation. They are presented so you can evaluate your own favorite fleet formation. The tables are as follows:

Average Hits vs. Squadrons Lost						
	1-3	1-2	1-1	2-1	3-1	4-1
Hits	.17	.50	1.33	1.67	3.0	4.5
Squads	3.50	2.83	3.00	3.50	2.5	2.0
Lost						
Maximum Hits vs. Squadrons Lost						
	1-3	1-2	1-1	2-1	3-1	4-1
Hits	1	1	2	3	4	6
Squads	4	4	4	4	3	3
Lost						
Minimum Hits vs. Squadrons Lost						
	1-3	1-2	1-1	2-1	3-1	4-1
Hits	0	0	1	1	2	3
Squads	3	2	2	2	2	1
Lost						

OFFENSIVE TACTICAL CONCEPTS: AIR-TO-SEA COMBAT

On the Battle Board the main attack concept revolves around the sinking of carriers. The carriers, by virtue of their aircraft and victory points, are by far the most valuable pieces on the board. Usually, the attacker chooses the most vulnerable carrier as his primary target.

The best way to attack a carrier is to “sandwich” it. This is done by attacking it on both sides by torpedo bombers and on top with divebombers. Along with this concept, there is the technique of “overloading” the defense. This is done by carrying out secondary attacks on near-by ships and/or other carriers in order to force the defense to commit its anti-aircraft fire away from the main attack. Overloading the defense places the defender on the horns of a dilemma: defend the fleet and lose the carrier, or

defend the carrier and lose a good number of secondary ships. Failure to place the defender in such a dilemma either shows an inept attack, or insufficient attacking material. We will demonstrate the effects of this decision later.

A particularly restraining tactic used as a corollary in overloading the defense is using 5 or more squadrons on the secondary attack. This has the effect of strangling the defense (albeit at an exorbitant loss in aircraft), as the ship usually is forced to concentrate on its attacker or be sunk.

A final concept is the correct placing of torpedo and divebombers. If at all possible, use torpedo bombers to isolate one section of the fleet from the attacked sections.

DEFENSIVE TACTICAL CONCEPTS: SEA-TO-AIR

Since the attacking concepts revolve around sinking the carriers, the main defensive concept naturally revolves around protecting those same vessels.

Both fleets have some very good defensive material available to them. The Japanese have their battleships, and the Americans have the *Atlanta*. By proper placement in the fleet formation, the defender should be able to get maximum defensive AA coverage. Also, the placing of cruisers in the secondary defense is very important. The main idea is to make the “sandwich” attack hard to pull off.

When you are under attack, you should consider whether or not a ship is likely to survive, what ships you are willing to abandon, and what ships you wish to keep. It might help to consult the Average Hits Table to determine the probability of the ship in question being sunk. For example, say that a carrier which can take four (4) more hits is attacked at 3-1, 2-1, and 1-2 in a sandwich attack. By adding the average hits for each of these attacks, we find that such an attack's average yield would be 5.17 hits, which means there is a good chance the carrier will be sunk. The absolute minimum number of hits is three, so if the carrier has readied planes aboard, it's a lost cause and the protecting AA fire would be better utilized elsewhere. Once having decided the probability of a ship being sunk, you must decide whether to abandon the ship, or to try and save it. When it's a reasonable assumption that a given ship is likely to be sunk, then use its firepower to protect other vessels in the area which are under attack. However, if possible do not allow him to get 5-1 attacks, even on a doomed ship as this is tantamount to a “free” attack with no resulting aircraft losses. This is especially crucial in the first two air attacks, as it determines at what strength the enemy will be able to continue to mount air raids.

Finally, do not divide or overextend your fleet formation. The very chances of your survival are based on your ability to concentrate your firepower.

THE JAPANESE FLEET FORMATIONS

In an attempt to outline and illustrate the tactical concepts governing the game of MIDWAY, we will thoroughly examine different hypothetical fleet formations of both sides for their advantages and disadvantages.

Obviously, in order to limit the number of formations we will consider, and for the sake of

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making a mathematical analysis of these formations, we must make a number of basic assumptions. Those for the defending Japanese player being:

1. The Japanese have already joined their carriers with the 4 cruisers that enter 1500, June 3rd.
2. The American attacks with all available carrier based aircraft (T15 and D36).
3. There are no readied aircraft on the carriers.
4. American fighter superiority or parity.

JAPANESE FLEET FORMATION COMPARISON				
FORMATION	No. 1	No. 2	No. 3	No. 4
Max Hits	14	19	18	16
Min Hits	09	14	12	09
Max Sunk	2CV; 2CA; 3CA	2CV; 1CV; 3CA	2CV; 3CA	1CA
Min Sunk	1CV	3CA	2CA	1CV
Max Squadrons	25	28	18	27
Min Squadrons	14	15	12	17
Average Hits	11.84	17.66	15.33	11.83
Average Sunk	1CV	1CV	1CV	1CV
	3CA	2CA		
Aver. Sqds. Lost	21.26	23.16	15.33	22.83

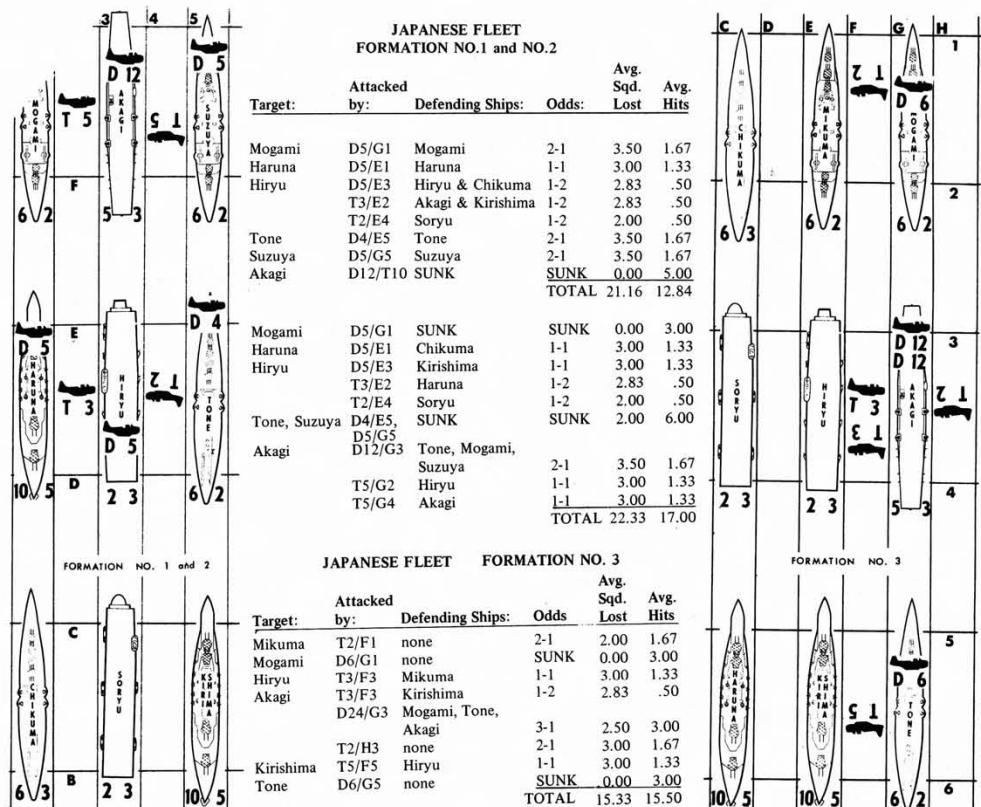
Now take a look at the diagram for Fleet formations No. 1 and No. 2. The basic formation is the four carriers in-line, with BB's and CA's on either side. You'll also notice that the thin-skinned carriers *Soryu* and *Hiryu* are placed to the inside of the formation, making them harder to get at. This forces the American to attack the less easily sunk carriers, namely the *Kaga* and *Akagi*. Each battleship is set up for maximum protection, covering three carriers each, giving the *Soryu* and *Hiryu* double protection.

In Fleet formation No. 1, the Japanese player decides the *Akagi* cannot be saved and acts accordingly. The Japanese formation is fairly tight knit here, each carrier being well protected from torpedo plane attack. However, as you can see, the American makes the weight of his predominant divebombers felt. This formation is our personal favorite because it allows a maximum number of ships to come into play in the defense.

Fleet formation No. 2 is identical to fleet formation No. 1 in all respects except the Japanese AA fire. Here we presume that the Jap player wants desperately to hang onto his carriers, and has decided that the carrier is defensible. In doing this, he loses the *Mogami*, *Suzuya*, and *Tone*. In terms of comparison, formation No. 1 will give up 10 points, and formation No. 2 will yield 9 points. The *Akagi* will take 4 hits, and there is a 25% chance of sinking the carrier.

Fleet formation No. 3 is a lateral variant of No. 1, however it has a few drawbacks. The first drawback is the exposure of the flank carriers. The second drawback is the American ability to isolate those flanks with torpedo bombers. Witness the torpedo bombers in row F. This means that the ships in row C cannot be brought into the defense.

This allows those devastating American divebombers to sit down on the *Akagi* hard, which will most likely result in it being sunk at low cost to the American. This also results in a rather low American aircraft loss. As you can see, spreading



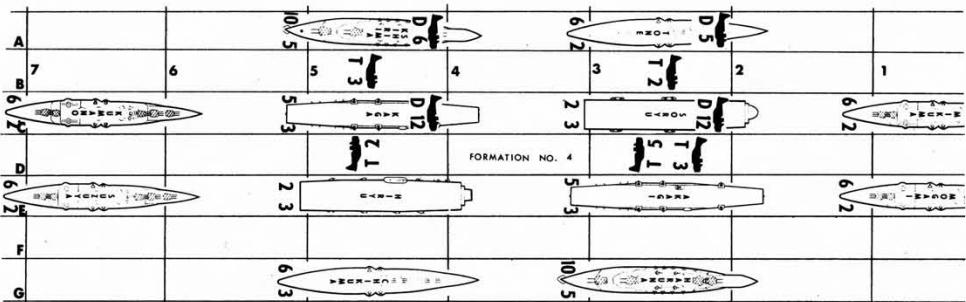
your planes thin will result in high casualties. When planes are concentrated, as on the *Akagi*, they have much smaller losses. So, when setting up your fleet for battle, set it up so that a maximum number of ships can be brought to bear on the carriers, and that supporting ships can protect the ships protecting the carriers.

Fleet formation No. 4 is a variation of the historical "box" formation that the Japanese actually used in the battle. This formation without the four cruisers would become a slaughter. However, the additional firepower helps make this formation more sound than it was in the actual battle. This formation is about as good as No. 1. The battleships only cover 2 carriers each, however. In terms of sinkings, No. 1 and No. 4 are about equal.

One way to gauge the damage caused by a formation's firepower is to compare the ratio of squadrons lost/hits. The ratio for the Japanese formations are:

No.1: 1.78, No.2: 1.31, No.3: 1.00, No.4: 1.93

Now you should be able to see the concepts we discussed earlier in the light of practical example. Naturally, we have not discussed all the fleet formations that come to mind — simply because most of these would not be worth the time and trouble. We did discuss the most obvious, and just perhaps, some of the better formations.



JAPANESE FLEET FORMATION NO. 4				
Target:	Attacked by:	Defending Ships:	Odds:	Avg. Sqd. Lost
Tone	D5/A3	Tone	2-1	3.50
Soryu	T2/B3	none	2-1	2.00
	D12/C3	none		SUNK 0.00
	T5/D3	Mikuma, Mogami	1-1	3.00
Akagi	T3/D3	Soryu, Akagi	1-2	2.83
Kirishima	D6/A5	Kirishima	1-1	3.00
Kaga	T3/B5	Kumano	1-1	3.00
	D12/C5	Kaga, Hiryu	2-1	3.50
	T2/D5	Suzuya	1-1	2.00
Kumano	D1/C7	none	1-1	1.00
				TOTAL 23.83 12.16

Note that in order to preserve the integrity of the final figures in the Average Hits and Average Squadrons Lost Columns, adjustments had to be made in the body of the columns. For instance, although the average loss in a 1-2 attack would be 2.83 squadrons, if the attack is carried out by only 2 squadrons the average loss has been listed as 2 squadrons. Similarly, three 1-1 attacks could yield an average of 4 hits. However, if the target is only a "3 box" cruiser, the average loss has been listed so as not to exceed 3 hits. Also, do not be misled by the "SUNK" listings. It is possible with average luck to sink many more targets than are listed on the charts as "SUNK." Such possible sinkings should also be computed, added to the charts, and weighed carefully when planning your attacks.

Those vessels not shown have been successfully isolated from the attack.

AMERICAN FLEET FORMATIONS

At first glance, the American is at a disadvantage. He does not have the combined force of a large fleet, nor does he have a predominance in airpower. He does have some counterbalancing factors in his favor, however, including a much better search capability, knowledge of the Japanese player's intentions, and a centralized fleet. Also, although he has fewer carriers, he also has fewer ships to defend.

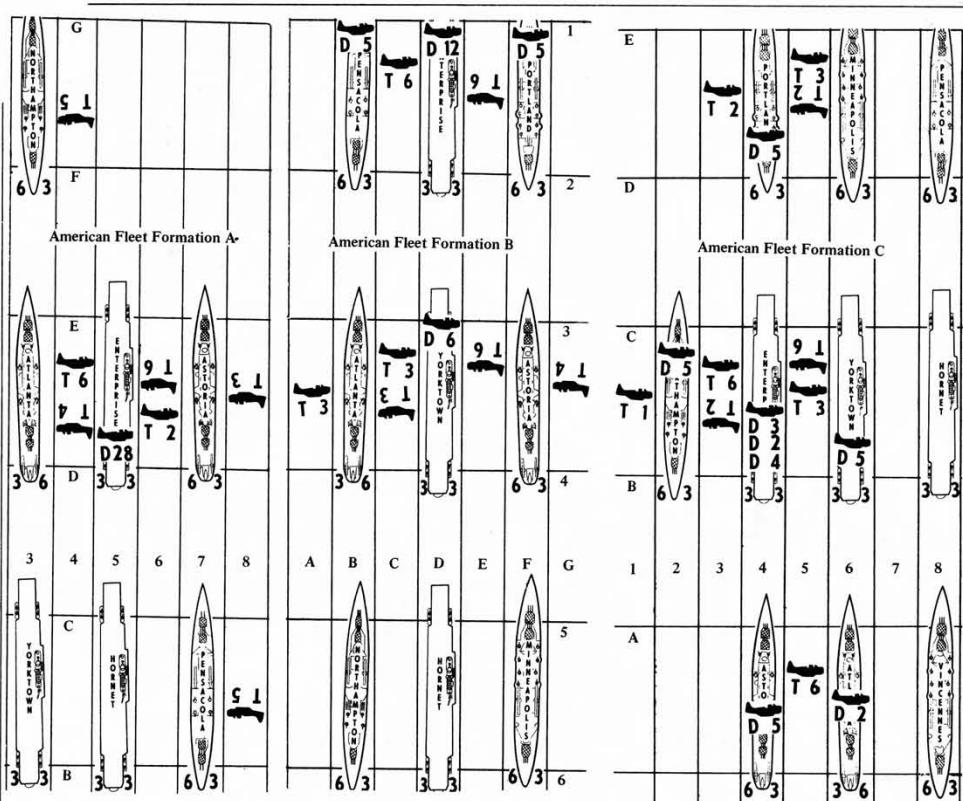
AMERICAN FLEET FORMATION COMPARISON			
Fleet Formation	A	B	C
Maximum Hits	12	21	25
Minimum Hits	08	15	17
Maximum Sunk	1CV	2CV	1CV
	1CA		2CA
	1CL		1CL
Minimum Sunk	1CV	1CV	1CA
			1CL
Max Squadrons Lost	25	32	43
Min Squadrons Lost	14	17	25
Average Hits	9.49	16.31	20.65
Average Sunk	1CV	1CV	1CV
	1CA		1CA
	1CL		1CL
Aver. Squadrons Lost	20.83	26.5	32.83

The assumptions I am making for the American fleet formations are quite similar to those made earlier for the Japanese. The assumptions are:

1. The American fleet is kept in one body.
2. The Japanese attacks with all available carrier based aircraft (T31 and D28).
3. There are no readied aircraft on the carriers.
4. Japanese fighter superiority or parity.

The first formation is a box type, with the AA CL *Atlanta* in the open corner. This allows the *Atlanta* to cover all three carriers. The *Hornet* and *Yorktown* are protected by seven ships, whereas the *Enterprise* only enjoys the coverage of six ships. Here the Japanese offensive tactics must differ from the Americans, due to the composition of his striking force. The Japanese have an abundance of torpedo bombers, a factor which subtly changes the ability of a formation to stand up in combat. A formation which works well for the Japanese can be disastrous for the Americans. A variation on formation A would be to place the *Portland* at G-5. This would make the Japanese shift the attack to the *Hornet*, but it would also prevent the Japanese from effectively preventing the *Atlanta*'s AA fire support. It would also involve a torpedo plane attack on the *Yorktown*, which, if pressed with sufficient weight, would be able to divert enough firepower to allow a good attack on the *Hornet*.

Fleet formation B is a demonstration that fleet formations that work for one side don't always work for the other. Why is this? For one thing, the Japanese have greater overall AA fire power in the form of their battleships. Another factor is the abundance of torpedo bombers; more than twice that of the American contingent. This dictates different tactics, both offensively and defensively. Formation B shows the "in-line" method used in Japanese formation No. 1. However, the Japanese attacker does not concentrate his divebombers on a single carrier, as the Americans did. Instead, the Japanese can use his abundance of torpedo bombers to threaten two carriers at the same time. This increases the



effective load that the American defense must handle, sinking one carrier and seriously damaging another. At this point, the damage done to the American fleet is not by any means overwhelming, however, it does soften up the fleet for a second strike, which in this case could easily be disastrous.

Fleet formation C is similar to the Japanese formation No. 3. Again, this formation allows the Japanese player to spread his forces out and damage many ships. The formation is an improvement, however slight, over formation B – as it allows better protection for the carriers, and the hits are more dispersed among the fleet. However, formation A is still clearly superior.

This ends our discussion of tactical concepts in the air-to-sea element. We remind you that we are simply trying to illustrate the principles discussed earlier – not get into specifics. That is why we did not discuss follow up strikes, the other Japanese fleets, variations on the main theme, and other obscurities. We are solely interested in concepts – concepts which we will eventually apply to the strategic aspect of the game.

FIGHTERS



The tactical role of fighters is interesting in that it is often mishandled. Fighters can be of decisive importance in protecting the fleet. The Japanese player has the initial fighter superiority, F28 to F26. The fighters that will later get into the act will even the score, F32 to F32. However, in this interim stage the combat between the opposing fighters can change the balance.

Fighters have two main roles, escort and Combat Air Patrol (CAP). The decisions made in whether to escort or to put up a CAP are really not easy, and must be predicated on what you think he'll do. If you prefer to play it safe, you will always send your fighters out on escort. However, in a case where he sends in a strike and

AMERICAN FLEET FORMATION DIAGRAM NOTES					
FLEET FORMATION A			FLEET FORMATION B		
Target:	Attacked by:	Defending:	Target:	Attacked by:	Defending:
Northampton	T5/G4	Northampton	Northampton	D5/B1	Pensacola
Atlanta	T4/E4	Atlanta	Atlanta	T3/A3	Northampton
Enterprise	T6/E4	Yorktown	Enterprise	T3/C3	Hornet
	D28/E5	None		T6/E6	Enterprise
Astoria	T2/E6	Enterprise		T2/D1	None
	T3/E8	Astoria		T6/E1	None
Pensacola	T5/C8	Pensacola		T3/C3	Yorktown
				D6/D3	Atlanta
				T6/E3	Astoria, Minneapolis
				D5/F1	Portland
				T4/G3	Astoria
					Total
					20.83 11.00
FLEET FORMATION C					
Astoria	D5/A4	Astoria			
Atlanta	T6/A5	None			
	D2/A6	Vincennes			
Northampton	T1/C1	None			
	D5/C2	Northampton			
	T2/C3	None			
Enterprise	T6/C3	Portland			
	D9/C4	Minneapolis, Enterprise			
	T6/C5	Atlanta			
Yorktown	T3/C5	Yorktown			
	D5/C6	Pensacola, Hornet			
Portland	T2/E3	None			
	D5/E4	None			
	T2/E5	None			
Minneapolis	T3/E5	None			
					Total
					32.83 21.49

you don't, it may be wise to put your fighters on CAP. Again though, the decision is not automatic and some guesswork must be involved. For if he holds his fighters back for CAP on the next turn you'll have gained nothing. Many ponderables must go into the decision.

A couple of notes on the American fighters here is important. In a case where the American sends out a strike and decides to CAP over his own fleet – presumably spotted by the Japanese who will be sending out their own strike – he should fly his fighters from Midway if he is within 14 zones. This will generally result in

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American air superiority. Another important usage of fighters can be found in the defense of Midway from reduction (see Appendix – section *Midway*, question 5).

In regards to tactics, the following table should be used as a guideline:

FIGHTER VS. FIGHTER RESULTS

	1-3	1-2	1-1	2-1	3-1
Def.	1	3	4.5	5	5.5
Att.	5.5	5	4.5	3	1

This table gives the average number of squadrons lost in a given battle. I cite the example of 7 fighters attacking 10 fighters used by the battle manual. Here the defending player may strip off up to three (3) squadrons for defensive use. However, this raises the odds to 1-1. By stripping off only two, the defender still increases his defensive firepower while keeping the fighter odds at 1-2.

This shows why it can be of advantage to the Japanese player to CAP his planes. The attack would be 26-28 (1-2), and thus give the edge to the Japanese.

SURFACE COMBAT:

Surface combat is one thing the American player MUST avoid at all costs. If he gets into it, he must get out as soon as possible, unless he has chanced upon a lone cruiser. Usually it happens that an air strike will be involved, compounding the American troubles.

However, if the U.S. player uses proper tactics in surface combat, he can reduce the initial threat of the Japanese battlewagons; while rolling on the battle board withdrawal in order to withdraw from surface combat.

When the Japanese set up, they will usually concentrate their ships toward the center. The American should then place his carriers in the extreme corners in order to delay the possibility of an early bombardment from the BB's.

On the first move, the Jap player will move all but his carriers forward. The U.S. player should *not* move forward on the first battle board turn. This keeps him out of BB range. He should then roll for withdrawal.

On the next move both players will move forward, allowing the American to get a shot at his pursuers, and effectively negating the Japanese range advantage. The Jap BB's will fire at the carriers and the CA's will trade shots. At this point the American should again try the battle-board withdrawal option.

If the American's attempt at flight remains unsuccessful, then his doom will be sealed in a turn or two. Tactically, the optimum odds for the surface combat is 3-1 or better, as 3-1 will yield an average of 3.5 hits. Another point here is that 4-1 and 5-1 results include automatic sinking. If you treat the SUNK result on the CRT as 10 hits (the maximum for any ship in the game), then 4-1 yields 5.1 hits and 5-1 yields 7.8 hits – enough to sink just about anything.

The probabilities for the American's withdrawing from surface combat are 33% on the first turn, 56% by the second, 70% by the third, and 80% by the fourth. Note that the probability for a *given* turn is always 33%, but the above figures deal with probabilities over an extended number of turns. Surface combat can be the easy route to defeat in one turn for the American, so he should avoid it if at all possible.

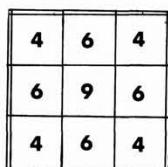
STRATEGY: THE OPENING MOVES

After having discussed tactics in detail, we come to the more difficult discussion of game strategy. Strategy in MIDWAY deals mainly with maneuver on the Search Board, hopefully culminating in a tactical battle on the Battle Board. Although you know the enemy's strengths and objectives, you have no idea *where* he is or what his fleet dispositions will be. You also often do not know whether or not you will be discovered and attacked.

The big problem in discussing sound strategic ideas for MIDWAY is that both players may take equally risky chances, one player getting away with it and the other being caught. So what is an obvious blunder for one may be the saving action for another. Therefore, we will immediately point out that we will discuss possibilities and actions (and the risks involved), but we cannot guarantee that the ideas we present will *always* work. They *do* work given the proper circumstances, which I will also attempt to discuss.

One of the most important aspects of the strategic play in MIDWAY is the proper use of the search procedure and movement intended to avoid discovery. We would suggest two helpful modifications to the MIDWAY search board. Drawing the air range from Midway (7 zones) on the board in magic marker helps by instantly informing the Japanese player as to when he'll be able to strike the island. The other modification is to coat the board with "Con-Tact" or some other clear plastic covering which allows one to mark in movements and enemy dispositions using a grease pencil (water soluble) or a "visual aids" pen made for marking acetates. This allows players to mark searches, movements, and enemy dispositions without having a confusing clutter of counters remaining on the board.

It is amazing that so many players maneuver without any real knowledge or concept of evasive tactics. Your very positioning in a given area dictates your ability to escape detection. The diagram below indicates the number of different areas that are accessible from a given sea zone:



For the American player, evasive tactics are basically simple because the Japanese search is limited to three areas per turn. However, if the Japanese player is caught in a "corner," he cannot possibly escape the American search. By trying to end your movement in the center of an area you keep the maximum number of escape options open, which usually is very important.

The Japanese player, despite a predominance of force, is in a strategically inferior position due to the horrendous dispersion of his forces. His entire fleet is split into four groups, their historical designations being the *Carrier Striking Force*, *Cruiser Division 7* (CruDiv7), the *Second Fleet*, and the *Main Body*.

The Carrier Striking Force (CVSF hereafter) enters the board on the first turn. The CVSF has the heavy burden of destroying the American Fleet and reducing Midway in preparation for the invasion. However, if you examine this fleet in terms of our earlier tactical discussion, you will find that a well placed American strike could

easily duplicate the stunning blows of 4 June, 1942. Because the Japanese player needs the additional firepower of the later CruDiv 7, hanging close to the far edge and joining the cruisers on 1500 is advisable, although not the only course of action. The Japanese player may wish to proceed towards Midway as quickly as possible in order to keep the American off balance, but he is taking a very big risk that he will be able to strike the American fleet and escape before the American can pay him back in kind.

Meanwhile the Americans aren't exactly sitting on their collective cans. The American has a rather clear cut decision, to either head for a confrontation with the Japanese fleet early, or hang around Midway and let the Japs come to him. The second option will delay the big battles until the middle of the game. The first can create a really wild game, so we'll discuss its consequences first.

Let's assume the Japanese player has decided to play it safe and unite the CVSF and the CruDiv 7. If the American steams, without delay, to the west (left side of the board), he will be within striking range of the CVSF at 1700, if he knows the general whereabouts of the fleet and can discover its exact position on the 1700 turn. If the American finds the CVSF *before* 1500 (either the 1100 or 1300 turn) he may opt for a "suicide" mission in which he launches all his aircraft at extreme range, making recovery impossible. This strike if well placed, could mean disaster for the Japanese player. However, if the Japanese put up fighter cover (and you lack fighter escort) you're going to be in a lot of hot water. Sending the fighters along will help insure your success, but will denude your own fleet of fighter protection. Usually an opponent will become wise to such tactics after he's been stung once or twice, so it may pay to give him a "fake" attack by seeming to prepare operations such as this, when in reality you are launching nothing. It's often a good idea to do this throughout the game, as some opponents have an extremely bad habit of putting up a CAP and flying off any readied aircraft when they see you "writing" devious plans on your operations sheet. It keeps him off balance, and can pay off in rich dividends when you attack NEXT turn (if you find him), as he will not be able to put up his aircraft. When your opponent doesn't know what to expect, you have a slight advantage in being able to call the shots, if only for a turn or two. Remember, "familiarity breeds contempt," and trying the same maneuver too often versus the same opponent is just inviting trouble. Either way, night sets in and the Japanese fleet usually fades off into the darkness, as the middle game prepares to enter upon the scene.

STRATEGY: THE MIDDLE GAME

In the actual battle, the "middle game" was the time period in which all four Japanese CV's were sunk, and it was also the time when the *Yorktown* received its fatal wounds. For the sake of discussion we will loosely define the middle game as the time when the Second (*Atago*) Fleet enters (0500, June 4) to the arrival of the Main Body (*Yamato* et al) at 1700 on June 4, and ending sometime on June 5th, depending largely on Japanese strategy.

The big question that now looms on the horizon with the advent of the Second Fleet is when to invade Midway. Our general advice on this matter is to keep your options open, with

the hope that you can take it early. The earliest possible time is 0700 on June 5th. If the Japanese player combines with the Second Fleet and Main Body to invade, the invasion should start at Night, June 5. This allows the Japanese to attack under cover of darkness, a factor which will generally insure the safety of the *Atago* and the success of the Midway invasion. It also gives the Japanese a better defensive posture, despite a definite loss in victory points due to the delay.

The middle game usually turns into a game of "cat and mouse," as each player seeks to discover the other, while at the same time remaining hidden. Usually this is the period in which the big tactical battles are fought.

Midway reduction puts another burden on the Japanese player. His carriers must head into a known area and bomb Midway, once – twice, maybe even three times if he uses too little force or has bad luck. This gives the American the advantage of knowing the Japanese player's intentions. The quickest way to reduce Midway is by air strike at 2-1 odds (if previous combat has not lost a large number of aircraft); at least halving the relative fortification strength of the island and allowing an easy follow up strike with half the number of planes used previously, but still attacking at 2-1. There's also a 33% chance the bombing will not need to be repeated a second time. The slow way is battleship bombardment, which can be risky if the American has any air punch left to speak of. Should both air fleets be badly crippled little is lost by battleship bombardment. However, they may be put to better use trying to engage the American in surface combat.

The Japanese player may also wish to mix up his fleet in order to strengthen his carrier force. One such combination for rearranging things is:

CVFS – 4CV; 4BB; 4CA
Second Fleet – *Atago*; 5CA; 1CVL

This arrangement is tactically sound, and can be carried out without losing any time. The light cruisers (CL) are out for scout duty. Since the Japanese player has only three searches, it is often worthwhile to send out the weak CL's on search duty. The CL's are not worth much in combat and easily sunk, thus dictating their use as scouts. The added search capability they give the Jap player more than makes up for their loss. And while speaking of weak ships, it is often a good idea to transfer a CVL's aircraft to a CV and keep the CVL out of harm's way. We suggest this because the two CVL's are worth 10 points and only take two hits apiece before sinking – which is generally a very easy process. By keeping them out of harm's way, you can rob the American player of valuable easy targets.

THE LATE GAME

The Late Game usually seals the decisions made in the middle game. Once Midway has fallen there is little chance that either side will engage in decisive combat.

A good deal of coy maneuvering takes place during the Late Game to keep the Japanese from throwing a strike which may cost the Americans the game. This maneuvering is invariably subtle in nature, usually consisting of heading for a safe place where the enemy won't think of looking. One good evasive tactic at this point is to move into an area that's just been searched, as most players will not repeat a search in the same area. Overlapping searches are often a good idea – wasteful perhaps – but they prevent ships from

slipping through the search net.

When Midway falls, the American player is usually facing a game which is already won or lost. When he is sure of a win he will usually move away from Midway in an attempt to avoid the pursuing Japanese fleet. If he hasn't enough victory points at this time, he should use his knowledge of the position of the Japanese fleet invading Midway in order to strike them before he loses all chance of victory.

If Midway does not fall, either by reason of the sinking of the *Atago* or lack of reduction due to a loss of air power (or both), the Japanese player is generally lost unless he can decisively engage the American. This is especially true with regards to surface combat, a field in which the Japanese have a decided advantage.

Once a decision at Midway has been reached, the game is usually over for all practical purposes. Although in close games the issue may not be decided until the very last turn as the Japanese try desperately to engage the fleeing American fleet in surface combat.

A Southern Strategy

by Larry Baggett

There was a German saying during the Second World War that the desert was the ideal place for combat, nothing could be destroyed... except men. The desert, with its open spaces which lend themselves perfectly to maneuver, is also the ideal place for the application of the indirect approach. It was this technique which brought armies in this theatre their greatest success; from the British against Granziani to Rommel's lightning strokes.

We have three avenues of approach to choose between in our initial advance on Tobruch. They are: (1) the coastal road, (2) the Msus-Mechili route, and (3) a broad sweep around the gebel to the south. A direct move along any one of these would not only take too long, but would also allow the Allies to concentrate their forces to oppose our advance. To move directly on an opponent consolidates his balance and increases his resisting power. In most cases it rolls the enemy back toward his reserves, supplies, and prepared defenses. At the most, it imposes a strain rather than producing a decisive shock. Therefore we will employ a dispersed advance with concentrated consecutive aims; i.e., the captures of Tobruch and the Allied Home Base.

There are two factors which bear on our campaign, which should be examined before we begin. These are:

(1) The Rommel HQ unit, with its two-square movement bonus can give us a decisive edge, especially in the early stages of the campaign. On the first move it can be used to give every unit a bonus and thereafter to speed either the Italians or supply units to decisive points.

(2) Supplies are the critical factor in the war in North Africa. Supplies (or the lack of them) can do more to slow our advance than the British Army. Rommel had the same problem. More war material lies on the bottom of the Mediterranean than was ever used by the Axis in North Africa.

From June to November, 1941, over forty ships totaling 209,000 B.R.T. were sunk. In

November of that year 77% of the Afrika Korps' provisions were lost. Quite often, it was only captured British supplies which kept the Afrika Korps going and they can also be a factor in our favor. Supply units must be conserved and all attacks must be carefully considered. Remember that several simultaneous attacks can be supported by the same supply unit.

The slow Italian divisions are left with little choice but to use the Via Balbo; the coastal road. On our first move the Ariete Division follows the customary course to H-3 and in conjunction with the Italian infantry divisions, isolates the unit in Bengazi. The "Panzertruppen," along with Rommel and the 1st supply unit move due east around the enemy's southern flank. The Recce unit can reach T-24 and the rest reach T-22 on our opening move. If the 2nd supply arrives, it should proceed to Msus, where it is out of Allied reach and able to support either of our combat groups.

The application of this type of pincers movement has several advantages. First, it forces the enemy to either spread their forces too thinly over the desert or concentrate them at Tobruch, thereby abandoning the delaying tactics which usually slow the Axis down. In either case, our Panzer forces avoid the bottleneck which can develop around the Mechili and Tmini gaps. Second, the approach from an unexpected quarter in the south generates surprise. Distance and terrain prevent the forming of effective defense anywhere in advance of the gebel around Tobruch, and the surprise carries with it a sudden sense of being at a disadvantage, which also works in our favor.

Our second move will depend on the Allied reaction. The Bologna and Savena divisions assume the blockade of Bengasi while the remaining Italian units continue along the road. If an Allied blocking force is encountered, the Ariete Division will turn Mechili, the "Heart of Cyrenacia." If the Allies have concentrated in the south and left the Mechili gap open, a 3-3-10 should be dispatched to seize K-18.

In any case, 21/5 and the Recce unit should continue to S-30 and O-30 respectively. This leaves us in an excellent position. We have taken a course which leaves our German forces in a central position with alternate objectives. To all intents and purposes we have a large force ready to attack Tobruch from the south, with the Italians supporting from the west.

Our third turn will probably see the Allies dug in around Tobruch with outposts holding J-33 or K-35 or both. The only alternative to this would leave the British strung out over the desert where we can destroy them piecemeal.

Our third move will see a concentration of our forces before our primary objective in the least possible time with no casualties. To accomplish this we have exploited the elements of maneuver and surprise. These elements react favorably on one another, maneuver generates surprise and surprise gives momentum to maneuver. Any maneuver we execute must be carefully calculated, taking into account, time, terrain, position of enemy forces, and the movement and supply capacity of our own troops. It must be capable of sudden acceleration or change of direction, which automatically carries with it some degree of surprise: thus hampering the enemy's counter-measures.

We have two courses of action open to us on this third move. First, depending on the position-

ing of the enemy forces on the gebel, attacks may be launched. The second alternative is to delay the main attacks on Tobruch for one more turn, while the 15th Division moves up, and use the 21st Division to attack K-35 and open the way for a quick dash toward Alexandria. This will of course, force the Allies to send some units out to sea to protect their Home Base, which will reduce the number of units they will have available when we assault the Tobruch area in late May. Of course, if a chance to seize the Allies' Home Base by a quick thrust presents itself, take it. During the two turns left us before Allied reinforcements arrive, all available units must launch attacks toward Tobruch. As Von Moltke said, "March divided, fight united." Our superior mobility and the Rommel HQ bonus will enable us to exploit the weak points in the enemy's defense. I-25 and I-27 can usually be taken and troops can advance adjacent to the fortress.

Depending on whether Allied losses are heavy enough that Tobruch may fail, the attacks may continue. If the main enemy units are safely entrenched in Tobruch, then "Go East-Young Man." Leaving Italian infantry units on H-24 and H-26 to contain Tobruch, head for Alexandria. The remaining Italians and the Panzertruppen inside the escarpment and the Recce units outside are usually an effective combination as they threaten the British with both an overrun (AV) and encirclement capability.

Logistics will present a real problem in a by-pass strategy of this type and Malta will probably take a deadly toll of our supply ships. But we will have nine moves between June and November in which to advance to the Allied Home Base. The enemy has to protect two locations and since his strongest units are tied up in Tobruch, we are able to achieve mass at the crucial point in the line that will eventually be formed from the Quattara Depression to the sea.

Even though this concentration is not General Foch's "pouring *all* one's resources at a given moment on one spot," it is more than ample for our purposes. For concentration is not enough, it must be a concentration of strength against weakness. And this concentration of strength against weakness depends for its success on the dispersion of the enemy's forces. This has in turn been produced by a distribution of our own troops which has caused the enemy commander to react by placing his units to meet our multiple thrusts. Our dispersion, his counter-dispersion, our sudden overwhelming concentration . . . thus do we achieve mass.

The most interesting concept of this entire plan of operations is the "Southern Strategy" at the beginning of our advance. By pursuing this indirect approach from an unforeseen direction, we have avoided the customary axis of advance which most German commanders use and which the Allies have come to expect. We have abandoned the cult of soundness for one of surprise and discarded the theory that it is more important to do everything right, according to our pre-conceived plans, than it is to make the enemy do something wrong. Our use of the unexpected, by way of an indirect approach, will soon have us drinking Daquiris in the Cairo Hilton.

Larry Baggett
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Charleston, S.C. 29409

A Blitzkrieg Offensive

1940
THE MAILED FIST

by William R. Searight

German Generals who sit down to a game of "France 1940" must have a definite strategy as well as the tactics to carry out their objectives which are obvious; to destroy the Allied Armies, followed by the occupation of Paris. In the original historical game, brute strength will carry the Wehrmacht to victory, but what if the Allies were better prepared, (using Allied Order of Battle No. 4), against the historical German Army set up? The Allies still have the Maginot Line, many additional heavier armor divisions, and an air force equal to that of the Luftwaffe. Does the German still blindly invade Holland, Belgium and Luxembourg simultaneously? With the Germans initial punch absorbed by the Belgian and Dutch units, French and British corps can move up in a line to aid the Belgians in an eventual struggle which will turn into another 1914 attrition war.

To prevent this, a careful evaluation of the political situation is equally important to the terrain.

Strategy (Phase 1)

Four Allied Armies face the Germans. To allow them to combine on the first turn would be foolhardy to say the least. The German must make the most of each country's neutrality in order to outmaneuver the Allies. To do this, the initial thrust should be into Holland and Luxembourg; advancing as fast as possible without violating Belgian territory. This can be accomplished by moving onto the Holland-Belgian and Luxembourg-Belgian border (Belgian units have no zones of control, being neutral). Because of this, British and French Armies are contained within France. Now the Belgian Army is forced to extend its defense even thinner than before against an upcoming attack of greater dimensions. Allied air power is also hampered by Belgian neutrality, due to its inability to fly any missions over Belgium for the Dutch Army. True, the Germans have not eliminated any units, except perhaps the Dutch, but the initial penetration is akin to the beginning of a giant pincers, with massed German armor poised for the fatal thrust.

Tactics

As shown by the strategy discussions the Germans have extended their penetration and jumping off areas for attacking Belgium. The two main areas will be discussed separately.

Holland

The invasion forces through Holland should consist of approximately 10 Infantry Corps, 3 light panzer divisions, and 3-4 mech. inf. units. These units will be on or near the Belgian border, stretching the length of Holland to the sea. Their role is to push the Belgians back in a battle of attrition; forcing the disposition of reinforcements here on the allies' second turn.

Belgium

As stated before, Belgian neutrality is not violated on the first turn. The fortresses here are ignored and bypassed completely on the upcoming turns.

Luxembourg

The main German thrust should be through the Ardennes on the second turn. Massed along the Luxembourg border would be 7 panzer divisions, the remaining mech. inf. units and 5 infantry corps, plus 4 infantry corps of the first turn reinforcements (the other 2 corps are withheld in order to retain the parachute battalions and air landing regiments).

Maginot Line

Both artillery brigades and 3 infantry corps are utilized against the eastern part of the Maginot Line where the weakest French units are normally placed. Supported by aircraft, the German's purpose here is to wear down the French defenders by forced counterattacks until the Maginot Line can no longer be manned in its entirety. Vacant Maginot hexes are excellent targets for airborne units. Mechanized unit reinforcements could be placed in this area to exploit a possible breakthrough. Initially, the majority of infantry are placed in the North because rapid reinforcement here would be time consuming, but positioning them on hex 21, then moving them through Luxembourg, gives the Germans 8 additional infantry corps in this area when the Panzers begin their thrust through the Belgian Ardennes.

Air Units

German air power is not used during the first turn, except for one unit supporting the Maginot attack, and possibly against the Dutch. The remaining air units are stacked, and moved into Luxembourg. From this area, future ground attacks can be supported on all fronts and probably bring Allied ground support elements into the Luftwaffe's range. Allied air elements, on the first turn, are unable to reach their German counterparts because of, again, Belgian neutrality. If by chance, Allied air units were stationed in Eastern France; German aircraft would then be able to fly air superiority missions instead of moving; thus destroying grounded Allied aircraft.

Strategy (Phase 2)

German units in Holland cross the Belgian border and engage in a series of deliberate assaults to weaken the Belgian Army.

The "Mailed Fist" thrusts through the Ardennes towards the Sedan area between Givet and Montmedy, with a secondary infantry push to Namur. The Givet area bears close attention since it can act as a double bladed ax against Allied strategy. For if the Allies originally placed several units at Givet, hexes 538, 569, or 570, they would be unable to move during the first turn without violating Belgian neutrality. This would apply to any units also on hexes 846, 874. If no units were placed in the Givet area, then Belgian units would have to try covering this area. Either way, this allows the Germans to make a rapid advance to the French border.

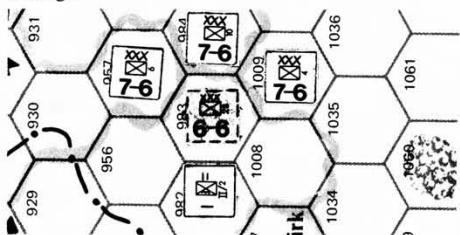
In the turns to come, the panzers will have gone through nearly the entire military repertoire, from advance to contact, through attack and breaching, to a full scale pursuit, interspersed by fierce defensive tank battles.

The aim for the main striking force is to cut across France to the Channel Coast severing Allied communications; an opportunity to achieve a major envelopement of the entire Allied Army in Northern France and Belgium is possible. Once the Allied Army has been crippled, Paris will easily fall before the Germans.

Airborne Units

These units are extremely valuable and should not be uselessly expended against occupied fortresses. Rather, they could be utilized to more advantage in the following methods.

1. By landing in the rear of the Allied front line to disrupt reinforcements from moving up to the line, in order to allow an armored breakthrough.



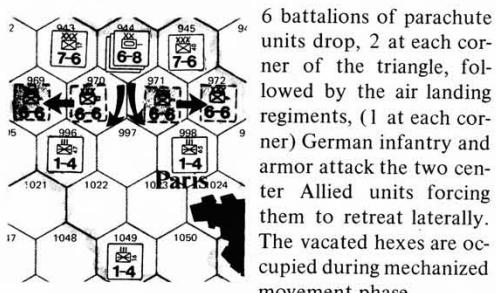
2. With a 3 hex ground attack against an open corps, (British worth triple points) a parachute battalion could serve well by severing the retreat route.

3. Destroying vacant Maginot Line hexes.

4. Late in the game, the capture of one or more of the Paris hexes can be realized.

5. Attacking Allied ground support elements. Normally these units are not placed with a combat unit, making them vulnerable to a surprise assault by the airborne regiments. A surrounded attack should only be attempted against 2-3 stacked units (worth 20-30 points).

6. The most important airborne operation is to support an armored breakthrough by landing in a triangular pattern. When the Allies have committed all their reserves to the line, this is quite effective against a solid line and devastating if Allied units were placed in only every other hex.



JUL '43 The P-47's needed for this quarter to represent the R.A.F. testing can be the two which are supposed to come in during the Oct '43 quarter.

APR '44 The extra P-51's needed for this quarter can be obtained by using the Jul '44, Oct '44, Jan '45 and Apr '45 P-51's for this quarter only. Remember to replace these extra fighters on their original start quarters before figuring out your replacements or adding new forces.

JUL '44 Use the two P-40 counters which should retire this quarter as P-47's of the Free French squadrons.

OCT '44 The P-39 which should be taken out of the game this quarter can be used to represent the Brazilian P-47 force.

I would greatly enjoy hearing from all Air warfare enthusiasts. Please send me your comments and suggestions along with a stamped, self-addressed envelope.

Lou Zocchi
388 Montana
Victorville, Calif. 92392

Giap's Juggernaut

By Captain Harry Roach

Captain Roach has put his service in the USAF to good use to present us with this very playable variant for BLITZKRIEG which recreates the 1972 Spring Offensive in South Vietnam. It is interesting to see how an officer-turned-wargamer depicts the Vietnam situation on an Avalon Hill mapboard.

CITIES

Saigon (Blue Capital); Vung Tau (C-30); Khe Sanh (00-30); Quang Tri (NN-33); Hue (HH-31); Pleiku (EE-25); Danang (BB-31); Cam Ranh Bay (AA-42); An Loc (M-14); Tay Ninh (Q-16). These cities double all defenders and must be garrisoned at all times by an ARVN unit. Break down pieces from the OB above to economize forces. The NVA must capture six cities OR Saigon to win. As each is "liberated", the NVA receives an additional 4-4 Infantry unit at that city. If the NVA gets within 3 squares of Saigon, Danang or Vung Tau, place an additional blue 4-4 Infantry unit in that city to represent mobilized U. S. cooks, clerks, and PX personnel. All other cities on the mapboard are considered firebases and double ARVN defenders only. ARVN units in cities do not have to attack adjacent enemy units.

TERRAIN:

The Koufax Desert is off limits to all ground forces. All woods and rough terrain squares are considered jungle squares. All of Lake Pinsky is also jungle. NVA units are doubled in jungle defense and suffer no movement penalty there. ARVN units in jungle squares move at half speed, are not doubled on defense, and have no ZOC. River lines do not serve to double the defense.

ROADS: All units are allowed double movement on roads EXCEPT NVA infantry.

STACKING: No limitation

INITIAL PLACEMENT

ARVN sets up first below the DMZ (west of the S. Lawrence-Pinsky-River Zocchi line). NVA then sets up above the DMZ and may place up to 6 units in Cambodia (L9 peninsula west of the border), up to 3 units in the A Shau Valley (DD19 jungle area), and up to 3 infantry units in the U Minh Forest (F18 jungle area). NVA units are doubled in Cambodia and tripled in the U Minh. ARVN units can invade Cambodia, but can only remain a maximum of 4 turns in each "incursion." Units not pulling out within 4 turns are eliminated. ARVN can never cross the DMZ, but the Air Force may cross to make "protective reaction" strikes against any NVA unit within range.

ORDER OF BATTLE							
NVA: (red)							
x3	x2	x3	x2	x2	x27		
ARVN: (blue)							
x2	x4	x3	x4	x39	x2	x2	x2

AIRPOWER

SAC and MDM bombers may fly from any sea square or Thailand (Koufax Desert) square. TAC units must operate from land bases (cities or firebases). All air strikes are rolled separately, utilizing the SAC table in the BLITZ Battle Manual. SAC and MDM bombers never take casualties unless attacking above the DMZ. SAC cannot hit enemy units adjacent to friendlies. Enemy units in full or partial jungle squares cannot be hit by MDM or TAC unless adjacent to friendlies, and never by SAC. Air strikes may be selective, hitting only one unit per stack if so desired. Calculate CRT odds accordingly.

AIRLIFT

TRANSPORT: The ARVN can airlift up to 16 factors per turn from any city to another (not firebases). These units may then move their full movement factor but may not engage in combat.

COMBAT ASSAULT: 5 ARVN infantry units per turn can be moved up to 8 squares by chopper, as long as the Landing Zone is within 2 squares of a NVA unit. These units may then move and engage in combat if so desired (or ordered!). Troops in choppers may land directly atop enemy units, but must fight that turn at half attack factor.

Optional rules could include the Advisor Skedaddle, the Saigon Bureaucracy Bungle, the Danang PX Payoff, the Vung Tau R & R, and the McGovern Election. Send frags to:

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The 1914 Offensive

by Rick Biernacki

The unlimited alternatives for strategy offered in 1914 have fascinated students of this game. In the past, readers of the *General* have been barraged by a veritable onslaught of "master plans," each claiming it holds the key to decisive victory. Inevitably however, I found that barring a reckless French blunder or German disaster on the Eastern front, two competent players will make for a stagnant game. Although for the most part the game is historically faultless, I have found that the addition of one rule relieves much of the sluggishness.

Many accounts of the campaign speak of the exhaustion of both sides' men due to the incessant forced and overnight marches preceding the Battle of the Marne. This is borne out in the situation maps of the Battle Manual, particularly between the corps positions of August 25 and August 31. Infantry units of the German right wing are shown travelling at least twelve squares over rivers and forests in only three game turns.

Obviously such movement is not permitted within the rules of the game, yet it was because of this type of rapid advance that the Battle of the Marne was ever fought at all. Therefore, for a more accurate movement system it becomes necessary to incorporate the Forced March Rule.

A unit may attempt a forced march each turn before moving and roll on either of the following tables:

Table A

Die Roll	Effects on unit attempting march
1,3	forced march successful, unit may add one to its movement factor this turn.
2,4	Forced march unsuccessful, unit is demoralized and may not move this turn.
5,6	Forced march unsuccessful, unit is demoralized and may not move this turn.

Table B

Die roll	Effects on unit attempting march
1,3	Forced march successful, unit may add one to its movement factor this turn.
2,4	Roll die again. 1, 2, 3, -Unit may add one to its movement factor this turn. 4, 5, 6, -Unit moves normally and loses one step.
5	Unit moves normally and loses one step.
6	Unit moves normally and loses one step.

Units which have been isolated for more than one turn, add one to their die roll.

Corps with only one step remaining, must add one to their die roll if using Table B.

Players will find that this rule restores the value of the offensive by allowing the attacker to exploit his opportunities. 1914 becomes a much more mobile, and thus interesting, game.

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Campaign at Waterloo

PART I

15 JUNE 1815: EN AVANT

We counter the readership's request for more historical articles with Robert Harmon's four part thesis on the battle of WATERLOO; still considered an Avalon Hill classic by many on our staff. Mr. Harmon left no stone unturned in the research of his article as is evidenced by his 17 work bibliography. His writings reflect the philosophy of Sisson C. Pratt and William Siborne whom he credits with the best tactical accounts of Napoleon's final battle.

From 6 to 14 June 1815, the French Army of the North affected a rapid and decisive concentration behind the French frontier, immediately before the Belgian town of Charleroi-sur-Sambre. Late in the process, almost too late, indications of a major French buildup reached the Prussian forces in the area. The forces of Zieten's I Corps, covering the Sambre on either side of Charleroi, began to receive reports from pickets and refugees, who told of many campfires in the region of Beaumont and of large bodies of troops milling around in the area. Late on the 14th June, Zieten sent these tidings to both Wellington and Blucher. Blucher decided to mobilize the Prussian forces: he ordered the II Corps to march from Namur to Sombreffe; the III Corps to march from Dinant to Namur; the IV Corps to concentrate at Hannut, near Liege. Zieten was instructed to fight a delaying action at the Sambre. Blucher hoped to shortly concentrate his army at Sombreffe, which is just north of the town of Ligny and only a mile or so north of the old battlefield of Fleurus. I Corps would retire there and be joined by its three counterparts.

Wellington, in Brussels, waited for further developments. Troops from Vivian's cavalry brigade had reported movements of French troops before Tournai on the 12th and 13th. Tournai was on Wellington's right flank: Wellington suspected that the activity in the Charleroi sector was a feint and awaited a push from that direction.

At dawn on the 15th June, the French army crossed the Belgian frontier in force. The Prussian pickets and advanced units were brushed roughly aside. On the French left, II Corps advanced on the bridges at Marchienne-au-Pont, upstream from Charleroi, and met heavy resistance from Pirch II's 2nd Brigade (note: Prussian infantry brigades were as numerically large as any standard French division). The bridges were forced by noon after heavy fighting. To II Corps' rear, the I Corps lagged behind; its commander, D'Erlon, had gotten off to a late start that morning.

In the French center, the main army which had problems with jam-ups on the road to Charleroi, made good progress. Several sharp actions were fought with scattered Prussian units during the course of the morning. At noon, the French came up on the bridge at Charleroi and captured it intact in spite of staunch resistance by Prussian forces, who gave the bridge up after bloody fighting.

The French right was delayed by the unexpected defection of the commander and staff of the leading division of the IV Corps. It wasn't until 1500 that afternoon, after the resulting snarl had been cleared up and the march begun, that the right wing took the undefended bridges at Chatelet, downstream from Charleroi.

Scattered fights took up the remainder of the afternoon. Zieten retreated in fairly good order, fighting a series of sharp delaying actions late in the afternoon. Steinmetz' 1st Brigade, withdrawing from Fontaine l'Eveque, retreated laterally across the front of the advancing French and nearly came to grief at Gosselies, where advancing units of II Corps from Marchienne-au-Pont engaged it. After a narrow escape, Steinmetz' column joined Zieten's other forces late in the day. Other skirmishes were fought during the retreat; but the French center was just south of Fleurus by sunset.

The French II Corps, personally directed by Marshal Ney, who led the right wing, had advanced up the road from Gosselies to the town of Frasnes, about halfway between Gosselies and Quatre Bras. Just before sunset the lead French units found the road blocked by a force of Nassauer troops. These were a detachment from the Dutch division commanded by Gen. Perponcher. Darkness prevented the French from moving beyond this obstacle.

The Duke of Wellington did not learn of any untoward incidents on the Prussians' front until 1500 on the 15th, when the Dutch Prince of Orange, commander of the Anglo-Allied I Corps, reported that French troops had engaged the Prussian outposts. Wellington, during the next four hours, gave orders for his army to assemble in their various locations. That evening, he received word that the Prussian army was concentrating at Sombreffe; Wellington thereupon issued further orders directing his troops to move eastward in the general direction of Nivelles.

A grand ball was to be given that evening in Brussels by the Duchess of Richmond; many of Wellington's officers were invited. Wishing not to alarm the city, Wellington overrode suggestions that it be cancelled. Wellington himself went to the ball to further allay suspicions, although he himself may not have fully appreciated what was happening to the south. The ball was staged amid all the trappings of Regency society, and has since become celebrated legend. Among the first to valorize that night as one of the more legendary was Lord Byron, who wrote these lines from "Childe Harold's Pilgrimage," in 1816:

There was a sound of revelry by night,
And Belgium's capital had gathered then
Her Beauty and her Chivalry, and bright
The lamps shone o'er fair women and brave men;
A thousand hearts beat happily; and when
Music arose with its voluptuous swell,
Soft eyes looked love to eyes which spake again,
And all went merry as a marriage bell —



But hush! hark! a deep sound strikes like a rising knell!

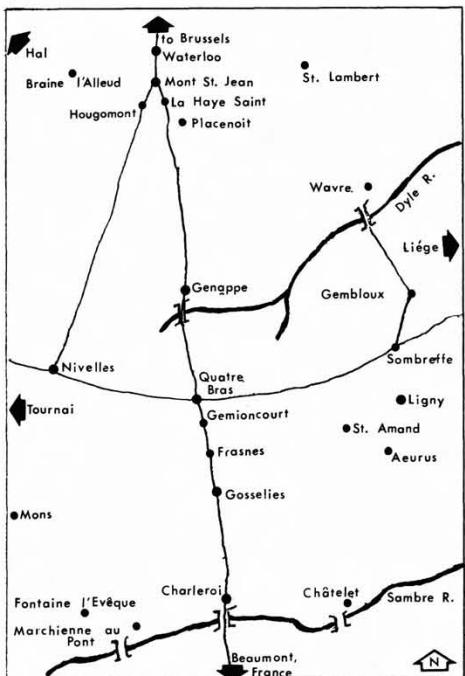
Did ye not hear it? — No; 'twas but the wind,
Or the car rattling o'er the stony street;
On with the dance! let joy be unconfined;
No sleep till morn, when Youth and Pleasure meet
To chase the glowing Hours with flying feet —
But hark! — that heavy sound breaks in once more,
As if the clouds its echo would repeat;
And nearer, clearer, deadlier than before!

Probably the revelers could not hear any cannon at that distance, nor was it likely that artillery would be firing at that time of night. But, no doubt, the night did yield up messengers with ill tidings. Late in the festivities, in an adjoining room, Wellington exclaimed to the Duke of Richmond, "Napoleon has humbugged me, by God!" Wellington told the Duke that Napoleon had stolen at least 24 hours' march on him. He confided that he would therefore concentrate his forces at the crossroads town of Quatre Bras. Wellington shortly thereafter began to issue the necessary orders.

To the south, silence had fallen over the area. The French forces were halted just outside Frasnes and Fleurus. Before the main French force (now united with IV Corps) stood the Prussian army: I, II, and III Corps had assembled in the area of the villages of Sombreffe, Ligny (just to the south) and St. Amand. Facing the French left were only the Dutch troops of Perponcher's division, scattered between Frasnes and Quatre Bras.

Napoleon's forces had suffered from some confusion in the high levels of command. Roads had been congested and marches had not been coordinated. Part of the problem was the presence of newcomers in staff and command — as unaccustomed to their roles as Napoleon was to them. Of the many Marshals that had once marched off to battle with Napoleon, only a few remained in the field. Many, like Jourdan, Augereau, and Massena, were in retirement. Others, like MacDonald and Marmont, had remained loyal to King Louis and were presently in exile. Marshal Berthier, who had once been Napoleon's able Chief-of-Staff for virtually every one of Napoleon's campaigns from 1796 to 1814; wavered between conflicting loyalties to King and Emperor until the day in early June when he jumped or fell out a window in Belgium. Marshal Soult had, with Napoleon's misgivings, been appointed to fill Berthier's place; although he was an experienced field commander Soult found himself inexperienced as a staff officer.

Besides Soult, six Marshals — Davout, Suchet, Brune, Mortier, Ney and Grouchy — served in active duty in this last campaign. Brune had a small corps of observation in the Maritime Alps. Mortier had had command of the Imperial Guard, until illness forced him to return home. Suchet, besides Soult the only French military leader who did not besmirch his career in Spain, was given the Army of the Alps — which faced a larger Allied army in northern Italy. The fiery and impulsive Michel Ney joined the French Grand Army late in the march and was given command of its left wing — I and II Corps — just as the campaign began. The last two Marshals deserve special notice.



Louis Davout, Marshal of France, had been the only Marshal who had remained loyal to Napoleon during King Louis XVIII's brief reign — all the rest had sworn their loyalty to the King for one reason or another. Davout was now Minister of War and commander of the Paris garrison. It is strange that this man — the most trustworthy and competent of the Marshals — was left in Paris over his own protests. The reason given was that Davout was the only man Napoleon could trust to watch developments in Paris — particularly Fouché, the treacherous Minister of Police. As events proved, once Napoleon lost Waterloo not even Davout could keep the Parisian politicians from turning against his Emperor.

Emmanuel Grouchy was the only Marshal to receive his baton during the Hundred Days. An experienced cavalry commander, he was somewhat indecisive and limited in ability. He had received his baton for crushing a royalist uprising in Languedoc, and his loyalty seems to have been unquestioned. But it would be his overall competence that would become a vital factor. Within 48 hours of that sunset on the 15 June, the destiny of France would hinge on this man.

Next: 16 June 1815: Quatre Bras.

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Fortress Europe

by Jonathan Lockwood

"Why write an article on German defensive strategy in D-Day when the German prospects of winning are so bleak in the first place?" some of you out there rightfully ask. Well, to the Knabe and Zocchi-type wargamers, who already have their own defensive strategies, this sort of advice is useless, coming from an "unknown."

But what about the schnook and klutz-type wargamers who, seeing a myriad of German strategies for S-grad (in which the Germans' prospects are not much brighter than in D-Day) but none for D-Day, then grope around for the proper tactics by the trial and error method? With this article I hope to eliminate some of that fog.

ANALYSIS OF THE GERMAN ARMY: Looking at a D-Day pbm sheet, the first thing that strikes the eye is the depressingly large number of German static divisions. (1-2-2's) Although many beginning players are tempted to chuck these units into the sea and be done with them, the usefulness of the static division does not end with coastal and river line defense. Late in the game, these divisions are your strategic reserves which are invaluable in their role of soak-off units, parachute screen troops, reinforcements for an endangered area of the line, and in the last resort, fodder to delay an Allied advance.

Next in line are the infantry and parachute units. My personal favorites are the 3-4-3's, simply because they give you 4 defense factors for the cost of 3 when the 16th week rolls around. The main burden of holding a line against the Allied horde usually falls on these units, especially if the Allied player starts feeling lucky and decides to attack your position head-on. A rather special unit is the 3rd Para Division. (5-5-3) Not as fast as a panzer division, and at the same time in a class above the infantry unit, this piece should hold river positions which would otherwise be impossible for an infantry division and inefficient for a panzer division to hold. I usually place this unit in Avranches at the start.

Next we will deal briefly with the handful of pieces known as HQ units (0-1-4's). These units have 3 functions, the first of which is serving as a screen against Allied parachute drops. The second purpose is akin to that of the PAA cavalry in Waterloo, (i.e., delaying units). The third function is served by placing one HQ unit at D-10 (the square just north of the dyke). Since Units may not attack while on the dyke, this unit blocks entry into Germany if the Allies invade the North Sea first (at least it blocks 1 way into Germany). Don't worry about parachute drops. There isn't much they can do in the north anyway, especially if you screen D-10 with another 0-1-4. The only thing you have to worry about is if the Allies use a SAC attack on your 0-1-4. And very few of your opponents will be THAT desperate!

Lastly, we come to the cream of the German Army, the panzer and panzergrenadier divisions. Assuming average losses from SAC attacks (6 out of 8) and that the German keeps his forces dispersed, we should make our defense plans on the assumption that we will not have any 7-7-4's or 6-6-4's available for the defense. This depends, of course, on whether or not the Allied player holds his airpower in reserve, or plasters you with

a 4-turn blitz. What is left of the panzer forces should defend the southern flank, since they are the only units capable of matching the Allied speed.

GERMAN OPERATIONAL STRATEGY: We will now consider what could be called a typical game of **D-DAY**, with a reasonably competent Allied opponent. Assuming you have a starting setup which makes an invasion at the 4 northernmost sites unlikely, and that your opponent is not a foolish gambler, we will start off the game by having the Allies invade at Brittany. Since we do not have the forces needed to either seal off the peninsula or drive the Allies back into the sea, we now leave behind a defense of two 0-1-4's to slow up the advance. (The bulk of your 0-1-4's should be in the Normandy-Brittany area at the start.) At the same time we withdraw our forces in Normandy and Brittany to the Seine river, where our first major line of defense will be.

In defending the Seine, one should use all forces to the west and south of Boulogne. Avoid putting static units in positions which can be attacked from 3 squares. While the static and infantry units defend the area west and including Paris, the mobile divisions will defend the south, eventually withdrawing behind the Seine (about Turn 6).

On turn 7, in anticipation of a 9th week invasion, we withdraw all forces from Paris northward to the Somme and Oise rivers, leaving behind two 0-1-4's which had previously been used for a paratroop screen. All forces south withdraw to the Marne, the easternmost of these going behind the Meuse. (About 4 divisions.) During this withdrawal, the remaining 0-1-4's should be left behind. At all times a parachute screen should be maintained to prevent easy breaching of river lines. Most opponents will not attack your line frontally, but instead settle for stretching your lines as long as possible in the hope of creating weak spots. Slow, constant withdrawals on your part should prevent this.

At the 9th week we find ourselves at a crossroads. Many Allied players invade immediately on the 9th turn, in hopes of a quick victory. Others, more prudent, wave the threat of a 2nd invasion over your head for 20 turns or more while the rest of your line crumbles away. Before dealing with that problem, what do we do about the 9th turn invader? The likely place to invade would be the North Sea. As a counter, we leave 6 factors on the coast, while putting a static unit directly behind each position as a parachute screen. This at least leaves some troops in reserve in case the assault succeeds. As for the rest of the army, the retreat to the Meuse across open country is the trickiest part. 4 static units should provide about 2 turns of delay, giving most units enough time to reach the Meuse. Other units should stack 3 high (static and infantry only) so the Allies will think twice before attacking.

Please send all plaudits, challenges, and/or brickbats to:
Jonathan Lockwood
3131 El Prado Blvd.
Tampa, Florida 33609

The Lake Geneva Tactical Studies Association announces that the sixth annual wargames convention will again be held in Lake Geneva in 1973. The date for this, the premier American convention, is the weekend of August 18th and 19th. Tentative plans are to feature the Napoleonic Era, with competitions in miniatures and Avalon Hill's classic WATERLOO game. An extensive slate of awards is promised for all scheduled competitions.

The return to Lake Geneva proper is aimed at bringing attendance back to the numbers prior to the poor showing at Gen Con V which was held at a location remote from the city. Display space will again be available at reasonable rates and dealer inquiries are invited. The convention will be co-sponsored by the LGTSA and GUIDON GAMES, marking an end to the IFW sponsorship of the event. Inquiries should be directed to: E. Gary Gygax, 330 Center St., Lake Geneva, Wisc. 53147. A stamped, self-addressed envelope would be appreciated.

Continuing to impress us with his constant efforts to further the art of wargaming in the United States is Alister Wm. MacIntyre. Probably the most energetic worker in the all-volunteer OPERATION CONTACT program, Alister's services have certainly ranged far and above the "call of duty." Briefly, Operation Contact tries to find FTF opponents for everyone and anyone at the cost of 10¢ and a stamped, self-addressed envelope. But it doesn't cost you anything to be listed in their literature as an able and willing opponent to help other inquiring gamers. So far people from 24 states have volunteered to organize opponent's directories and advertise gaming opportunities in hobby shops which sell games. The ultimate goal seems to be a national referral service for the entire hobby of adult games. Those interested should contact Alister at his 2729 Stratford Ave, Cincinnati, Ohio 45220 abode.

Several play-by-mail PANZERBLITZ engagements have apparently been getting off to a rocky start due to the players involved possessing different scenario cards. The situation cards for PANZERBLITZ were altered after the first printing so that recently purchased games now have revised situation cards. So that guy hasn't been pulling your leg after all, his cards may well be different from yours. The changes were made in an effort to improve play balance in some of the scenarios. Those interested in the revised cards may obtain them from our parts department for \$1.00 plus the usual 50¢ postage and handling charge.

Packaging is often the name of the game in the toy and hobby business and no better example of it can be had than the European games "L'Attaque" and "Dover Patrol." In reality, these are fancily packaged "Stratego" and "Strategic Command" games as commonly known in this country — not to be mistaken for hard core "wargames" by any means. The old adage; "let the buyer beware" apparently still holds true today.

Infiltrators Report

JUTLAND is the latest victim of the expansion of our line. The game has been officially discontinued and will soon join ranks with TACTICS II, CHANCELLORSVILLE, and BISMARCK as a collector's item. There are an extremely limited number of these games still available and after they're gone we will be selling second hand games for double the original asking price. So now is the time to complete your collection!

BISMARCK & TACTICS II are available only on a collector's item basis for \$10 each. Readers are reminded that these games are returned to us by retailers as damaged goods, and consequently won't be in the best condition. When ordering these items be sure to designate them as "used games," and add \$1.00 postage & handling charge.



Pictured above is Sid Sackson, noted game designer and columnist, admiring his handiwork at the "Fun & Games" exhibit in the Xerox building in Rochester, New York. Sid was in charge of collecting and mounting a selection of modern games, as well as designing a number of audience participation games for the crowds on hand. Naturally, no such display would be complete without an Avalon Hill wargame. Sid chose GETTYSBURG and ORIGINS OF WWII as his "something old — something new" motif. Also featured was Herb Siegel's collection of antique games and a modern chess set with a six foot king.

Those who aren't too picky about having shiny new boxes can pick up slightly damaged games at our warehouse on 1501 Guilford Ave. in Baltimore at half price. However, all sales are final. Sorry, no mail orders accepted for damaged merchandise. You must come to our warehouse to pick the games up.

We have received word of a new first in wargaming — a library sponsoring a wargame club! The premier book nook is South Branch Library, Toledo-Lucas County Public Library, 1638 Broadway St., Toledo, Ohio 43609. Not only is the library sponsoring a club but it is acquiring boardgames to be used in the branch! Direct your inquiries for library cards to Branch Librarian Paul Lareau at the above address.

PANZERFAUST PUBLICATIONS informs us that they have reprinted their original WAR-GAMER'S GUIDE TO STALINGRAD in a revised, offset version. The original booklet was produced on an amateur basis by a spirit duplicator. The second version is not only a handsome booklet but includes some surprising additions to the original version, including a complete and official listing of Avalon Hill rules interpretations. Edited by Donald Greenwood and amply illustrated by Don Lowry, the booklets can be obtained for \$2.00 from their new P.O. Box C, Belfast, Maine 04915 address. No true STALIN-GRAD fanatic should be without one.

Contrary to rumors which have seen print in other periodicals lately, Avalon Hill is not actively seeking design submissions from outside sources at this time. Please do not send us any unsolicited game prototypes.

Carl C. Courtney of Shiremanstown, Pa. led the list of budding young essayists who impressed us with their literary talents in Contest No. 51. Probably what impressed us the most about his factual essay was the comparison of Avalon Hill to Shangri-La. We're glad he didn't stretch the truth any. The other potential Brownings and Twains in our essay contest were M. Martnikowski of Lincoln Park, Mi.; Jerrold Thomas, San Jose, Cal.; Robert Olimski, El Paso, Texas; Larry Bucher, Dallas, Texas; Michael McGuire, Victorville, Cal.; Robert Medrow, Rolla, Mo.; Carl Uldrine, Opelousas, La.; W. Farone, Teaneck, N.J.; and Mrs. Salvatorie Delise of Richmond, Michigan.

Once again our choice of feature articles has been justified. Roy Easton's "Situation 207" was overwhelmingly voted the best article in the last issue. Roy's PANZERBLITZ variant garnered 36% of the total vote in outpolling runner-up Charles Crow's 22% tally. Finishing third was Cris Marshall with 18% of the vote for his "Grand Pincers," followed by Monte Gray for "Mass or Maneuver" and Jerry Wallace for "The Oil Offensive." Free games went to all of the above for their literary efforts.

Our Question and Answer Department has announced that it will no longer reply to individuals who neglect to include a stamped, self-addressed envelope with their inquiries. Your chances of getting a reply are also infinitely better if you include a diagram to cover your situation, rather than listing grid co-ordinates.

LOYAL SUBSCRIBER DEAL: To reward our full time subscribers for their loyalty we continue to offer various parts for Avalon Hill games at half price. The items described may be purchased by cutting out and sending in the discount star and accompanying descriptive copy. This offer expires December 31st, 1972. Be sure to mark your order "Loyal Subscriber Deal — Parts Department" and enclose an additional 50c postage and handling charge. The items this month are:

1914 Manual	-50¢
1914 Mobilization Pad	-50¢
MANAGEMENT Rules	-25¢
LEMANS Rules	-25¢

OPPONENTS WANTED

Expert player of adult age desiring PBM opponents for France 1940. Rene Nokin, De La Kelle Rd., 13381 Asne, Belgium. 1338.

Novice adult seeks Blitzkrieg PBM. Very slow game due to mail delays to and from Brazil. Frank Sweet, IBM Estrada Monte Mor., Campinas S.P., Brazil

Average player of high school age desiring FTF and/or PBM opponents for Waterloo (French). Also seek members for HW Napoleonics Society. Robert E. Culbertson Jr., USAID Guatemala, APO New York 09891.

We are average players of high school age desiring FTF and/or PBM opponents for Bulge, Waterloo & A.K. Also seek members for Hoover A.H. Wargame Club. Will trade or buy games. Mike Manning (President), 1616 Colisbury Cir., 823-0008, B'ham, Ala. 35226.

Wanted: Opponents for Panzerblitz, preferably French. Although I might be interested in PBM, William B. Jones, 2857 Briarwood Dr., Mobile, Ala. 36606.

Average player of high school age desiring FTF opponents for Waterloo, Battle of the Bulge, Luftwaffe, Panzerblitz, 1914. Gettysburg. Mark P. Gergen, 4269 Sharpburg Dr. Mountain Brook, Ala. 35213. 879-2300.

Expert player of adult age desiring FTF opponents for all H.A. land games. Also seek members for Wargames Club. Lt. Robert Hardaway, Box 2, Nausta, Adak Is., Alaska. FPO Seattle 98791. 579-3576.

Discover the real "Ghost Front" situation. Occupy Bastogne the first turn. PBM hard core Bulge. I send you the rules, and you pick your side. Richard Cochrane, 2914 E. Moreland, Phoenix, Ariz. 85008. 275-3723.

Average player of college adult age desiring FTF opponents for Blitzkrieg, Stalingrad, Afrika Corps, Panzerblitz, Waterloo. R. Mack Frazier, 3802 N. 28th St., Phoenix, Ariz. 85016. 602-253-5148. 274-1829.

I seek info. on a game about the old TV series, "Wild, Wild, West." Send details to James West and Artie Gordon, care of: Gary Graber, 8718 N. 42nd Ave. Phoenix, Ariz. 85021.

Information and/or game for Operation Contact state of Ariz. for Operation Contact. Everyone in Arizona please write. Richard Loomis, 8149 E. Thomas, Scottsdale, Ariz. 85251. 945-6917.

Average & expert player of high school desiring FTF opponents for P-Blitz, Blitz, France 40, D-Day, Bulge. Also seek members for International Wargaming League. I.W.L., P.O. Box 171, McGehee, Ark. 71654. 224-2587.

'Will sell old games: Tactics II, Neuenschwanz, Management, Civil War, etc. Please reply to G.N. Wulfsberg, 280 Iwo Jigo, Boulder Creek, Ca. 95006. 408-338-3689.

Competent player, college age, seeks PBM for most A-H games. Haven't lost game in three years. Would like people interested in game instead of fantasy. D.L.Cole, Box 84, Cutten, Calif. 95534.

FTF opponents wanted for Diplomacy. Also names for Operation Contact. Type listing for Bay Area. Send info. for inclusion, Sase for a copy. Andrew Phillips, 128 Oliver St., Daly City, Calif. 94014.

FTF for most AH games. Will sell K-Spiel and/or Luftwaffe for \$5.00. Have other games for sale. Tom Jones, 520 Howe Pl. Escudillo, Calif. 92025.

Expert player of high school age desiring FTF and/or PBM opponents for most AH games. Dan Erickson, 7868 E. Saginaw, Fresno, Calif. 93727. 291-6395.

Average to expert player of high school age desiring FTF opponents for Stalingrad, B-Krieg, Chess, P. Blitz, France '40, Bulge, Gary W. Fox, 4303 E. Donner, Fresno, Calif. 93726. 227-3393.

Expert player of college age desiring FTF and/or PBM opponents for Luft, B-Krieg, P-Blitz. Larry Malin, 333 Mathilda No.13, Goleta, Ca. 93017. 805-968-0990.

Desire opponents for all AH games. (FTF or PBM). Wish to purchase Chancellorsville (under \$20) and 1961 hex version of Gettysburg (\$10 or under). Richard Taylor 309 Vta La Paz, Greenbrae, Calif. 94904. 415-861-9071.

Average player of high school age desiring PBM opponents for Luftwaffe, Chess. Steve Crossman, 712 Orange, Holtville, Calif. 92250. (714) 356-4405.

For Sale: Blitzkrieg with PBM kit (excellent condition) \$8.00. Afrika Korps (excellent condition) \$5.00. Both for \$11.00. Also seek opponents for France, 1940. Patrick Carroll, 433 N. School St., Lodi, Calif. 95240. 368-2120.

Do Not Read This AD unless you want quality game mastering for Origins. If that is what you want, read this ad, otherwise forget it. George Wallace, Jr., 11579 Seminole Circle, Northridge, Calif. 91324.

Wanted: Face to face opponents for S.I.C.L. Point Mugu Chapter. AH miniatures. Multi-player games. Join the S.I.C.L. S.I.M.P.L., and S.I.M.L. Write: Mark S. Boyce, 1950 Lantana Apt. No.109, Oxnard, Calif. 93030. 485-8577.

I would like to buy new or used copies of Confrontation, Vietnam, Breitenfeld, Poltava, Chancellorville, Crusader. Tim Hain, 685 Scofield St. No.12, East Palo Alto, Calif. 94303.

Wanted PBM/FTF opponents for P-Blitz, Operation Overlord. Miniatures. Will sell Origins, Diplomacy, K-Spiel. Each \$6.00. Dale A. Okada, 1800 W. Orange Grove No.23, Pomona, Calif. 91768. 622-6679.

Average player of high school age desiring PBM opponents for Luftwaffe, Bulge, Gettysburg. Steve Overholser, 69 Fordham Ct. Pleasant Hill, Calif. 94523. 682-2148.

I am interested in Wargame Club Redlands & vicinity. Thomas Halsey, 1419 W. Cypress, Redlands, Calif. 92373. 792-3791.

Average player of college age desiring to join a club in the S.G. LA area. Rick Young, 319 "F" San Marcos, San Gabriel, Calif. 91776. 570-9597.

OPPONENTS WANTED

Expert player of college age desiring FTF opponents any AH games. Harry A. Heyman, 770 North 12th St., San Jose, Calif. 95112. 286-1766. All those who responded to my earlier ad - I'm trying to respond. Will do so eventually but too many people answered. Don't give up hope. Jerryold Thomas, 1110 Clark St., San Jose, Calif. 95125. 292-8577.

Expert player of adult age desiring FTF opponents for all board wargames. Also seek members for Ahiks. Will buy Anzio, Tom Oleson, 1200 High Ridge Lane, Santa Barbara, Ca. 93103. 805-966-2351.

Average player of college age desiring FTF opponents for AH games. Please write first. Michael Burleson, 2950 Jerald Ave., Santa Clara, Ca. 95051.

Football nuts! AH is four years slow and much too little. OFL FTF Football Strategy League has 100 battle reports. Also will buy Neuenschwanz. Jim Reilly, 1628 Main St. Apt. 36B, Tustin, Ca. 92680. (714) 836-9478.

So-so player wishes to challenge other players PBM games of France '40, Stalingrad, Gettysburg, Luftwaffe. Seek members for Peninsula Strategic Wargame club. Wish to buy U-Boat. Michael Beavers, 1113 Lincoln St., Watsonville, Ca. 95076

Average adult player seeks FTF victims for P-Blitz, Midway, Lemans, etc. Also seek members for wargame club in WLA, Vicksburg, MS. 326-2565 days Tim McCullough, 3911 Wade St. Apt.8, West L.A., Ca. 90066. 391-6967.

Average player of adult age desiring PBM opponents for Panzer-Blitz. Gerald Rozak, 903-13 Ave. Edmonton, Province Alberta. Zip T5E1Y5 Phone: 475-5348.

Average player of college age desiring FTF play please contact me. Where are you and your foundation Mr. Boyd? Carl F. Rupenstein 365 S. Grand, Indianapolis, Ind. 46219. 356-8877.

Will FTF or PBM all AH and many other games. Seek members Das Bestzug Des Teufels. Also play miniature games; land and sea. Eric Brewer, 4043 Morningside, Bloomington, Ind. 47401.

Anyone interested in most AH games for FTF play please contact me. Where are you and your foundation Mr. Boyd? Carl F. Rupenstein 365 S. Grand, Indianapolis, Ind. 46219. 356-8877.

Average player of high school age desiring FTF and/or PBM opponents for Panzer-Blitz. Also seek members for New Orleans wargamers. Richard A. Cuccia, 1499 Athos St., New Orleans, La. 70122. 528-4641.

Average player of college age desiring PBM opponents for K-Blitz, R.G.Walter Jr., 1815 Norman Rd. Windsor, Ont. Canada

Average player of college age desiring FTF opponents for AH games. (I own 20) Mike Ward 1268 Cherokee, Denver, Colo. 80204.

Average player of college age desiring PBM opponents for Blitzkrieg. Gary Taylor, Corbett Hall room 423, Ft. Collins, Colorado 80521. 491-4682.

Expert player of college age desiring FTF opponents for all AH games. Richard S. Griffith, 19 Frederick St., Hartford, Conn. 06105.

Average player of adult age desiring FTF opponents for P-Blitz, Bulge, Stalingrad or Whatever. Will trade Blitzkrieg, Guadalcanal, France '40, Jerry Schott, 720 Pine Ridge Drive, Ft. Lauderdale, Florida 33314. 581-2196.

Average player of adult age desiring FTF and all AH games. Also seek members for a new club. Mike DuBois, 1913 Art Museum Dr. Apt.25, Jacksonville, Fla. 32207. 904-398-4716.

Expert player of adult age desiring FTF and PBM opponents for almost all Avalon Hills Games. Will trade or buy G-burg hex mapboard. Robert R. Kestner II, 2358 Riverside Ave. Apt. 3, Jacksonville, Fla. 32204. 388-8040.

Urgent! Need U-Boat, Bis. TaC. Will beat origins game master. No chance. Will PBA or FTF. All AH games. Have D-Day PBM kit Gary F. Russo, 1704 N. Dixie Hwy, Lake Worth, Fla. 33460. 568-6680.

Average player of adult age desiring FTF and all AH games. Also seek members for a new club. Mike DuBois, 1913 Art Museum Dr. Apt.25, Jacksonville, Fla. 32207. 904-398-4716.

Expert player of adult age desiring FTF and PBM opponents for almost all Avalon Hills Games. Will trade or buy G-burg hex mapboard. Robert R. Kestner II, 2358 Riverside Ave. Apt. 3, Jacksonville, Fla. 32204. 388-8040.

Expert player of high school age wanting play-by-phone opponents for Midway. PanZB. Situation 207. Chess. Will crush all opponents!! Paul Dietz, 9017 Manordale Lane, Elicott City, Md. 21043. 465-6446.

Expert player of adult age desiring opponents for P-Blitz, PBM. Richard Lambert, 2318 Brightseat, Landover, Md. 322-4443.

Novice player of high school age, looking for a FTF and/or PBM opponent for Stalingrad, France '40, and Panzerblitz. Am interested in buying U-Boat. Roy Fury, Jr. 326 Yorktown Road, Lexington Park, Md. 20633. (301) 863-7080.

Average player of adult age desire FTF opponents for AH games. Donald Corrigan, 3 Delaware Drive, Oxon Hill, Md. 20021. 839-5643.

Desire FTF members for op. contact part. (N.Y., N.J., Pa.) Send telephone and address, games, pertinent info. Stuart Schoenberger, 240 Stephen Street, North Bellmore, N.Y. 11710. CA-3976.

Will trade Krieg, for Blitz, or Bulge. Andrew Birth, 15 Old Post Rd. Port Jefferson, N.Y. 11777. HR-4608.

I will play AK, or D-Day with anyone of average ability willing to play till one of us loses. PB or FT. Bruce Popp, Box 384, Potsdam, N.Y. 13676. 315-265-4553.

PBM kit rules and tables, Tactics II, AK, S-grad or Blitz, 0.10. Paul Webber, 99-63 Rd. Rango Park, N.Y. 11374.

I dare anyone to attack my garageattack machine! I shall defeat, die, and dismay all beligerents in A.K., Bulge, D-Day, France '40, L-Waffe, and S-Grad! Todd R. Berenton, 61 W. Main St. Richfield Sprs. N.Y. 13439. 315-858-1121.

Average player of college age desires FTF opponents for all games, including AH and Miniatures. Also seek members 31 Panzer Division, Das Bestztag-Des-Teufls. Douglas Pearson, 26 Griffy Drive, Kingston, N.Y. 12401. 313-1322.

I am average player of college age desiring FTF and/or PBM opponents for AK/Anzio/P-Blitz, A.M.Smolik, USNSNSGA Box 527, FPO New York, NY. 09518.

Desire FTF members for op. contact part. (N.Y., N.J., Pa.) Send telephone and address, games, pertinent info. Stuart Schoenberger, 240 Stephen Street, North Bellmore, N.Y. 11710. CA-3976.

Average player of college age desiring PBM opponents for D-Day. Jim Schwenk, 1201 Cedar Market, Williamsport, Pa. 17701. 717-322-2446.

Must sell Origins! Perfect condition! Must Go! Asking for \$9.00 (I pay postage), make your own offer if you wish. Steven Herchak, Carty Lane, Charleston, S.C. 29407. Phone: 766-3909.

Average player of college age desiring PBM opponents for D-Day. Jim Schwenk, 1201 Cedar Market, Nashville, Tenn. 37212. Phone: 615-298-4561.

Will trade old editions of Tactics II and Gettysburg for Origins, Kriegspiel, France '40, or Judgement. Both in perfect condition. Mark O'Steen, 49-26 Craigmont Drive, Raleigh, Tenn. 37128. Phone: 386-3637.

Novice player desires FTF opponents B-krieg, or will try yours. You travel, I furnish beer. Larry Buscher, 4647 Silver Lane, Dallas TX 75211. Phone: 339-4530.

All wargames in El Paso area. Let us hear from you, so we may prepare for coming convention. Robert Olinski, 3804 Quill Ct., El Paso, Texas 79904. Phone: 751-3314.

Would like Texans thoughts on a club just for Texas and what would want from it. All thoughts and letters appreciated. Larry Earhart, Jr., 8918 Stroud, Houston, Texas 77036. Phone: 774-4310.

Expert player of college age desires FTF opponents for AH games. See possible members for Houston W.G. Club. Will trade or sell games. Thomas F. Smith, 5224 Ridgeway, Houston, Texas 77045. Phone: 437-7084.

Will crush all ops in any AH or any game (except chess). You can get to blast in, call this master immediately. Walter Hammersch, 2404 S.E. 9th St., Mineral Wells, Tex. 76067. Phone: 328-0234.

For auction: Luftwaffe, Tactics II. Also seek players for PBM, Blitz, P-Blitz, 1914, A.K., S-grad, D-Day, FTF, S-grad, France '40, G-Canal, Stuart M. Morrison, 8021 Parkway Drive, Montpelier, Vt. 05602. Phone: 802-233-6777.

Will sell Gettysburg, AH good condition - \$5.00 each. Kenny Stanthagen, 6520 Elmwood Rd., Alexandria, Va. 22312. Phone: 354-0391.

Expert player of adult age desiring PBM opponents for S-Grad, Bulge, 1914, Anzio, 1944. Prefer to be Germans, but not essential. Dean Miller, 8701 Duvall St., Fairfax, Va. 22030.

Competent opponent desired to play AH or others FTF. Will also engage in PBM games of Diplomacy. Alan C. Angleman, 5073 School Road, Va. Beach, 23455. Phone: 464-5895.

Average player of college age desires FTF opponents for AH or miniatures games. Jim C. Lampman, 5727 N. 13th, Tacoma, Wash. 98406. Phone: 752-7541.

Able to recruit adult victims wanted for FTF all AH games and PBM P-Blitz and others. Want to buy AH's Bismarck in good condition John M. Wewig, 12721 47th Ave. SW, Tacoma, Wash. 98409. Phone: 582-1470.

Average player of college age desires FTF opponents for Luftwaffe, also for Guadalcanal, 1943, Stalingrad, and Africa. Will trade or sell games. Jeff Startzman, 99 West Donegan Rd., Columbus, Ohio. 43214. 424-532-2103.

Average player of high school age desire FTF and/or PBM opponents for Blitzkrieg, 1914, M-way, D-Day, G-burg. Michael Stradley, 526 N.W. 4th St., Corralis, Oregon 97330. Phone: 753-5833.

I would like FTF gamers for most AH games. Am average in ability. Also would like info. on organizations in area. James C. Foster, 106 Houck/Gisard Dr., OSU Columbus, Ohio. 43210. 424-532-2103.

Will sell up to 7 games cheap. Jeff Startzman, 99 West Donegan Rd., Columbus, Ohio. 43214. 267-7912.

I am expert player of high school age desiring FTF and PBM opponents for Bulge. Thomas Hanford, Jr. Box 402, Hudson Ohio. 44236. 216-635-6323.

I am seeking and I will destroy any opponent for a PBM game of Afrika Korps (of course me being the Germans.) Dennis Williams, R.R. 2, Pataskala, Ohio. 43062.

For FTF and PBM opponents for France '40, D-Day, Greg Butzek, N84 W16239 Estie Ave., Menomonie Falls, Wisc. 54751. Phone: 251-7317.